Ocean King

JP DISPLAY

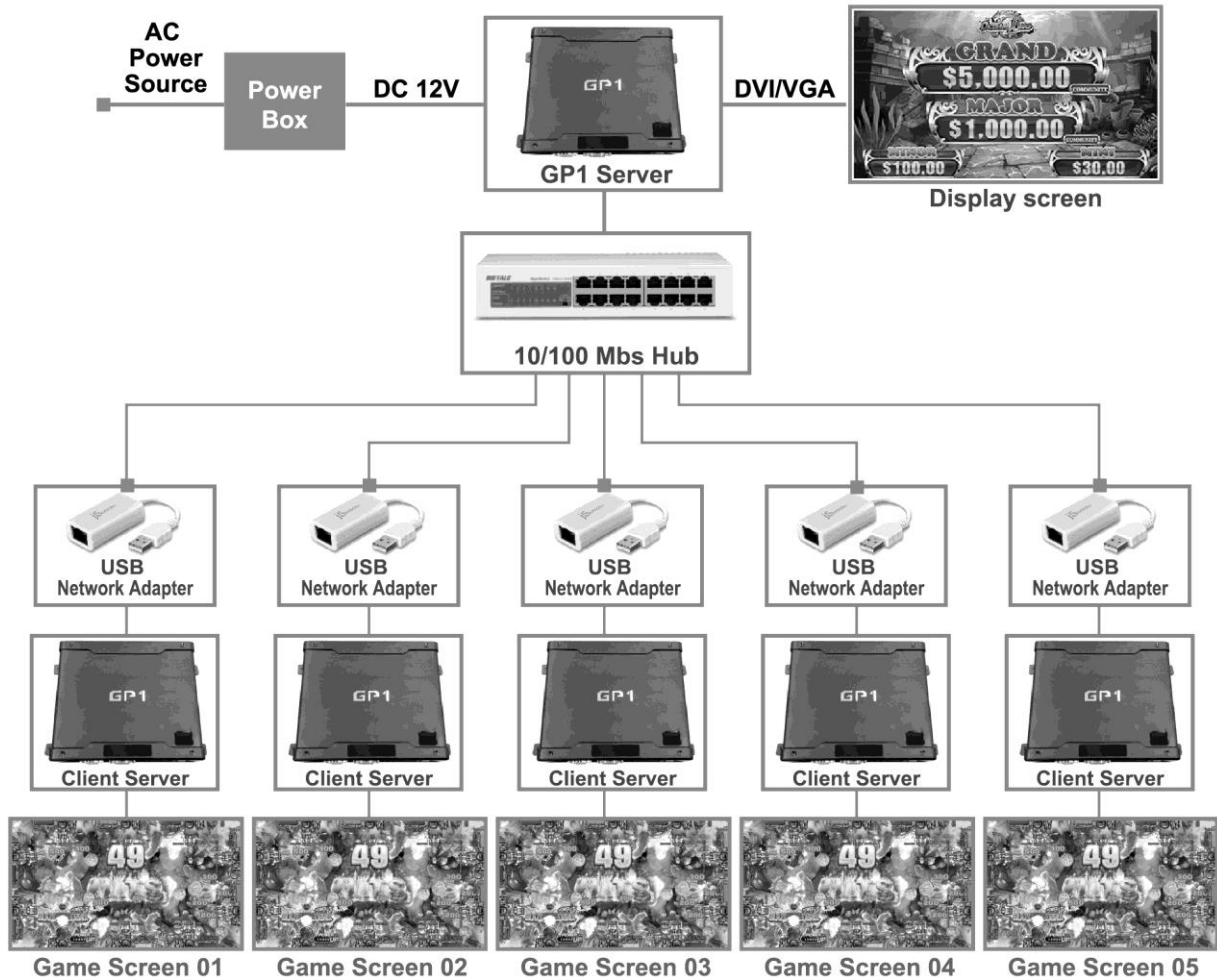## User Manual

Revision: 19-04-12

Table of Contents

1. About Networked Payouts

▶ **This connection motherboard is suitable for the online version of machines.**
▶ **Once online, all networked machines jointly contribute to the 4 sets of accumulated JACKPOT in the game. Players have a chance to win corresponding JACKPOT by firing bullets in the game.**

2. Network Architecture

AC Power Source → Power Box → DC 12V → GP1 Server → DVI/VGA → Display screen

10/100 Mbs Hub

USB Network Adapter → Client Server → Game Screen 01
USB Network Adapter → Client Server → Game Screen 02
USB Network Adapter → Client Server → Game Screen 03
USB Network Adapter → Client Server → Game Screen 04
USB Network Adapter → Client Server → Game Screen 05

Networking up to 20 clients

▶ The network system architecture is as shown above, composed primarily of the GP01_JP server, game client motherboards and the network hub, each client needs an USB network adapter and network cable to connect with the HUB.
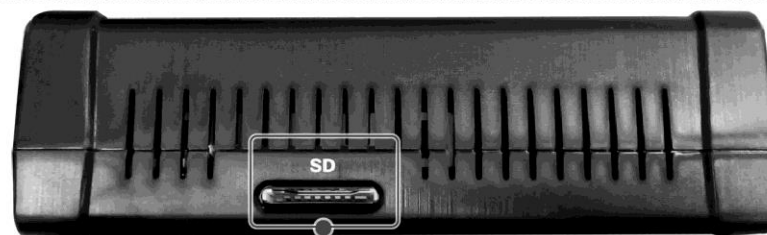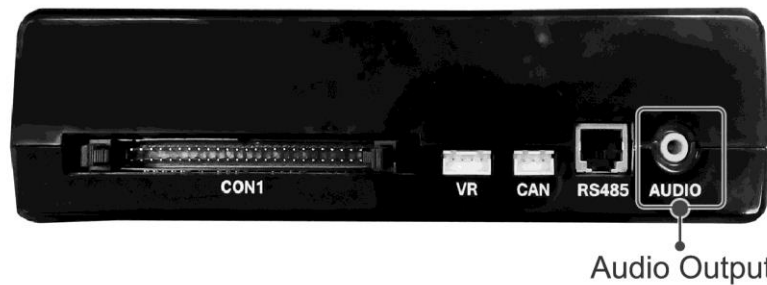
· Machine Introduction

▶ GP01_JP Server Introduction

Motherboard Exterior

AC Power Source

DVI Screen Output — USB2 Keyboard port

VGA Screen Output — USB1 Keyboard port Through USB HUB

Audio Output
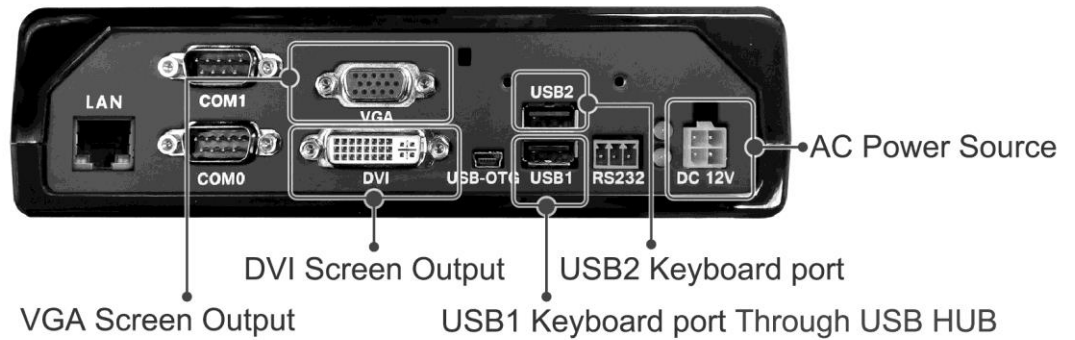
SD Card Slot

▶ Game Client Motherboard Introduction

Game Client Motherboard Exterior

LAN Ethernet Port   VGA Screen Output   USB2 Network adapter slot

USB1 To connect to the bill acceptor

DIP.SW 4 "ON" for switching to Linking Mode.

SD Card Slot

· Setup Procedures

▶ Please disconnect the power source of all motherboards.

▶ Connect the network cable, USB network adapter and the HUB.
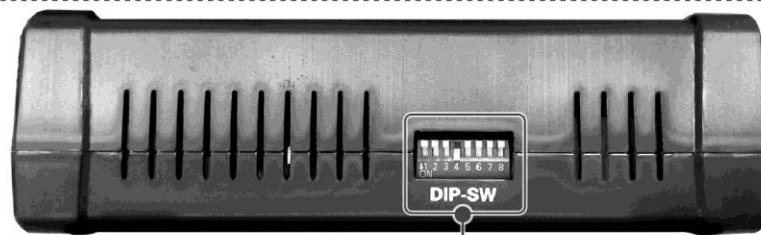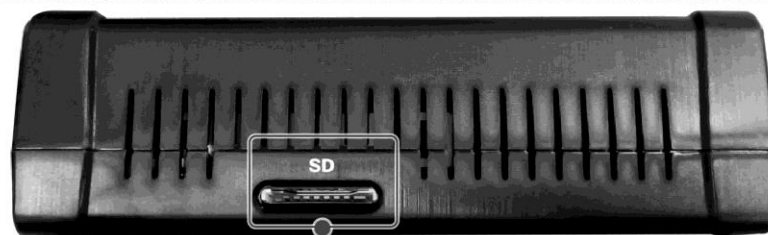
▶ The server connects to an USB keyboard through an USB HUB.

▶ Configure the game client motherboards' DIP.SW4 to ON as Online Mode.
(When keying the device code, it has to be set to permanent before you can set it to Online Mode)

▶ Once done, power up all the servers, set a unique machine number for each client, and wait for the game to load. Once the screen shows both loading and networking are complete, the game is ready to start.

· Troubleshooting Common Problems

▶ Switching between Online and Offline Mode requires system reset and restart.

▶ If a game client needs to be replaced or added, set its machine number in advance. The number should not collide with those that are already online.

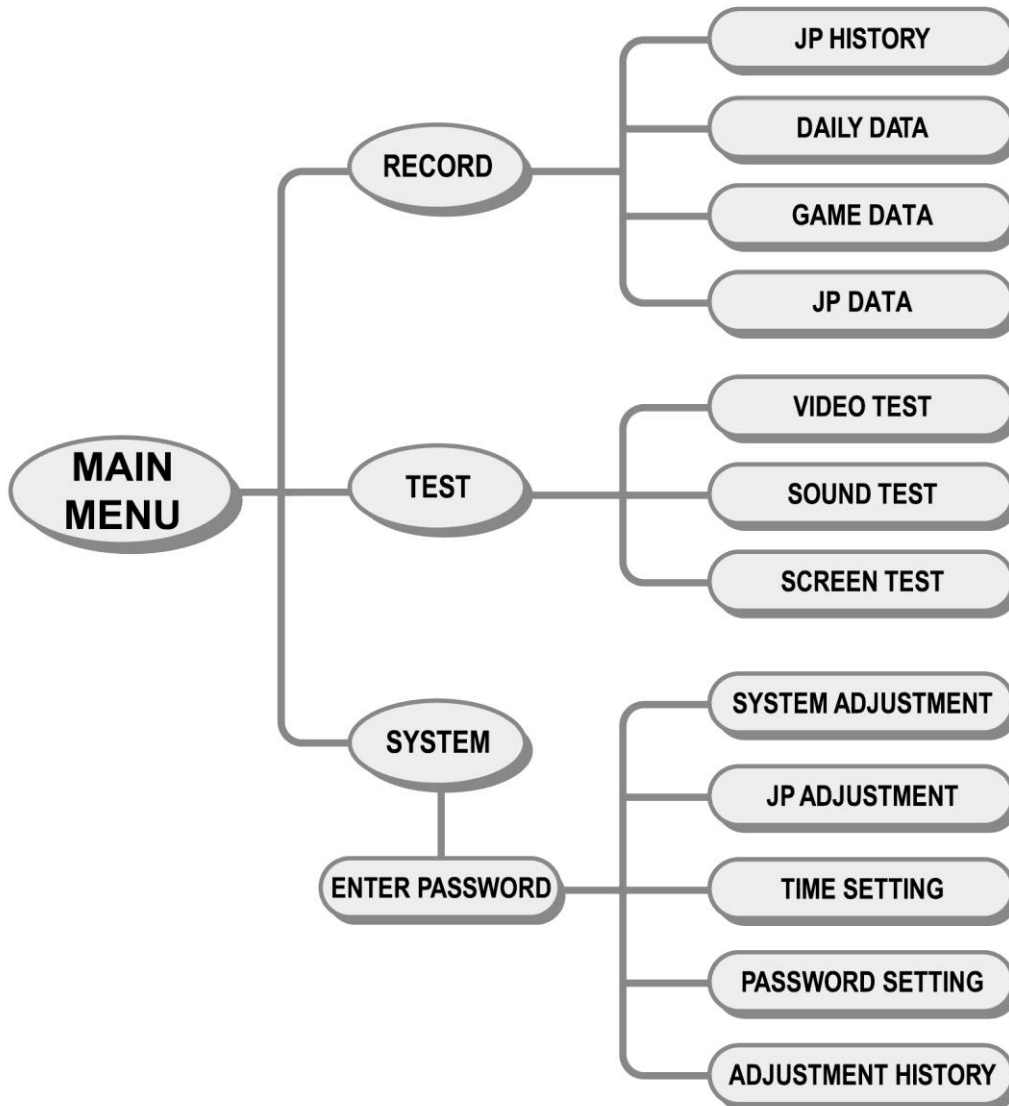▶ Check the USB adapter and network cable and see if they are properly connected when there is a connection error.

3. JP System Menu

· Menu Navigation

Connect the USB keyboard to the connected server to directly operate the keyboard, click the "T" key on the keyboard to enter the system page.

▶ On the system page, the function of each button is clearly indicated at the bottom of the image.

▶ Use an USB HUB if you wish to connect a keyboard to it.

▶ JP system settings can also be performed for Game Client No.1, please refer to the game client manual for more details.

· The menu navigation is as below:

```
                                        ┌── JP HISTORY
                        ┌── RECORD ─────┤── DAILY DATA
                        │               ├── GAME DATA
                        │               └── JP DATA
                        │
MAIN                    │               ┌── VIDEO TEST
MENU ───────────────────┼── TEST ───────┤── SOUND TEST
                        │               └── SCREEN TEST
                        │
                        │               ┌── SYSTEM ADJUSTMENT
                        └── SYSTEM ──────┤── JP ADJUSTMENT
                             │           │
                        ENTER PASSWORD ──┼── TIME SETTING
                                         ├── PASSWORD SETTING
                                         └── ADJUSTMENT HISTORY
```
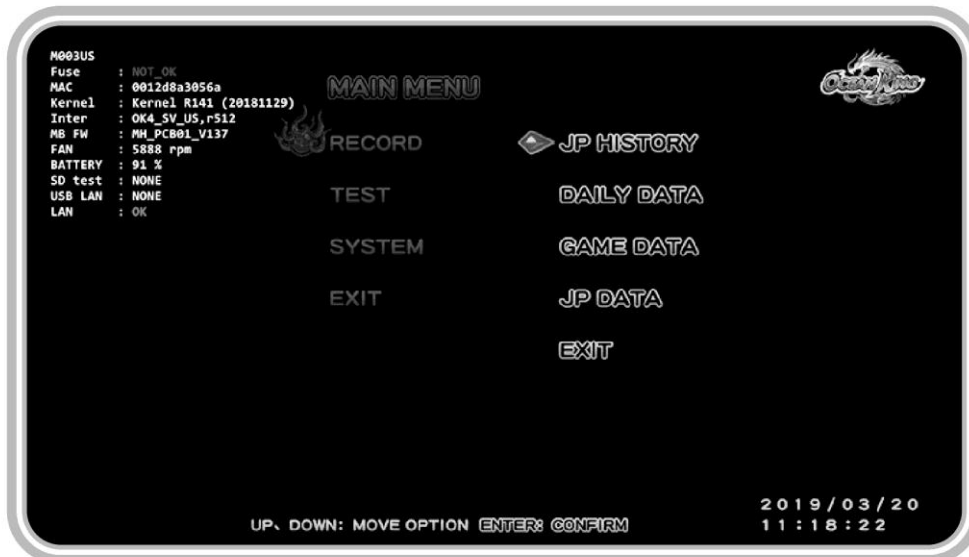
・ Main Menu

▶ To enter the system menu page, press the "T" button to enter the "Main Menu".

・ Record

▶ **JP history:** Provides the last 100 JP win record entries.
▶ **Daily data:** Provide the total scores credited and total scores deducted of the past 6 weeks, and available for enquiry by days.
▶ **Game data:** Provides all game client account data for queries.
▶ **JP data:** Provides all game client total prize data for queries.

· Test


```
M003US
Fuse      : NOT_OK
MAC       : 0012d8a3056a          MAIN MENU
Kernel    : Kernel R141 (20181129)
Inter     : OK4_SV_US,r512
MB FW     : MH_PCB01_V137        RECORD        ◄ VIDEO TEST
FAN       : 5952 rpm
BATTERY   : 91 %                  TEST          SOUND TEST
SD test   : NONE
USB LAN   : NONE                  SYSTEM        SCREEN TEST
LAN       : OK
                                  EXIT          EXIT


                                                        2019/03/20
                      UP、DOWN: MOVE OPTION ENTER: CONFIRM    11:18:40
```

▶Perform testing on the machine's hardware modules.

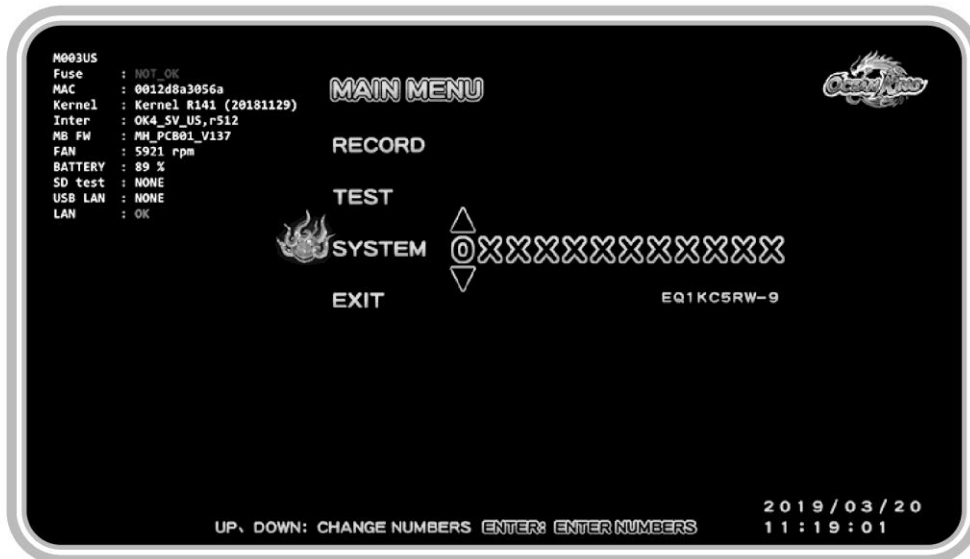> ▶ **Video test:** Test if the video playback is functioning properly.
> ▶ **Sound test:** Test if the sound video playback is functioning properly.
> ▶ **Screen test:** Test if the screen display is functioning properly.

· System

▶ **A password is required to enter the [System] page. Default password is the "0" button x 12.**

▶ **System adjustment:** Set up game parameters.

▶ **JP adjustment:** Set up the parameters related to JP.

▶ **Time setting:** To adjust the time.

▶ **Password setting:** Reset the password for entering the [System] page.

▶ **Adjustment history:** Provides queries for the last 42 system adjustment records.

· System Adjustment

```
                    ◆ COIN RATE        1 TOKEN(S)  1 0 0 CREDIT(S)
                      COIN VALUE       1 DOLLAR(S) 1 TOKEN(S)
                      KEY IN RATE      1 0 0 0
                      KEY OUT RATE     1
                      SYSTEM RESET
                      DEFAULT SETTING
                      SAVE & EXIT
                           EXIT


                UP、DOWN: MOVE OPTION  ENTER: CONFIRM
```

▶ Move the joystick up and down to move the cursor & make adjustments, press [Enter] to confirm.

▶ **Game Settings:**

Items	Adjustable Range	Default
COIN RATE	1TOKEN(S) 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 20 / 25 / 30 / 40 / 50 / 100 / 150 / 200 / 250 / 300 / 350 / 400 / 450 / 500 / 550 / 600 / 650 / 700 / 750 / 800 / 850 / 900 / 950 / 1000 CREDIT(S)	1 TOKEN(S) 50 CREDIT(S)
COIN VALUE (Bill Acceptor)	1 DOLLAR 1~50 TOKEN(S)	1 DOLLAR 10 TOKEN(S)
KEY IN/OUT FUNCTION	OFF 、 KEY OUT ONLY 、 ON	ON
KEY IN RATE	10 、 20 、 30 、 40 、 50 、 100 、 150 、 200 、 250 、 300 、 350 、 400 、 450 、 500 、 1000 、 2000 、 3000 、 4000 、 5000 、 10000	1000
KEY OUT RATE	1 、 10 、 20 、 30 、 40 、 50 、 100 、 150 、 200 、 250 、 300 、 350 、 400 、 450 、 500 、 1000 、 2000 、 3000 、 4000 、 5000 、 10000	1

▶ **SYSTEM RESET: Erase all revenue and game data.**

▶ **DEFAULT SETTING:** Reset all items to the default setting.

▶ **SAVE & EXIT:** to save the changes and exit. Then you will go back to the [system] page.

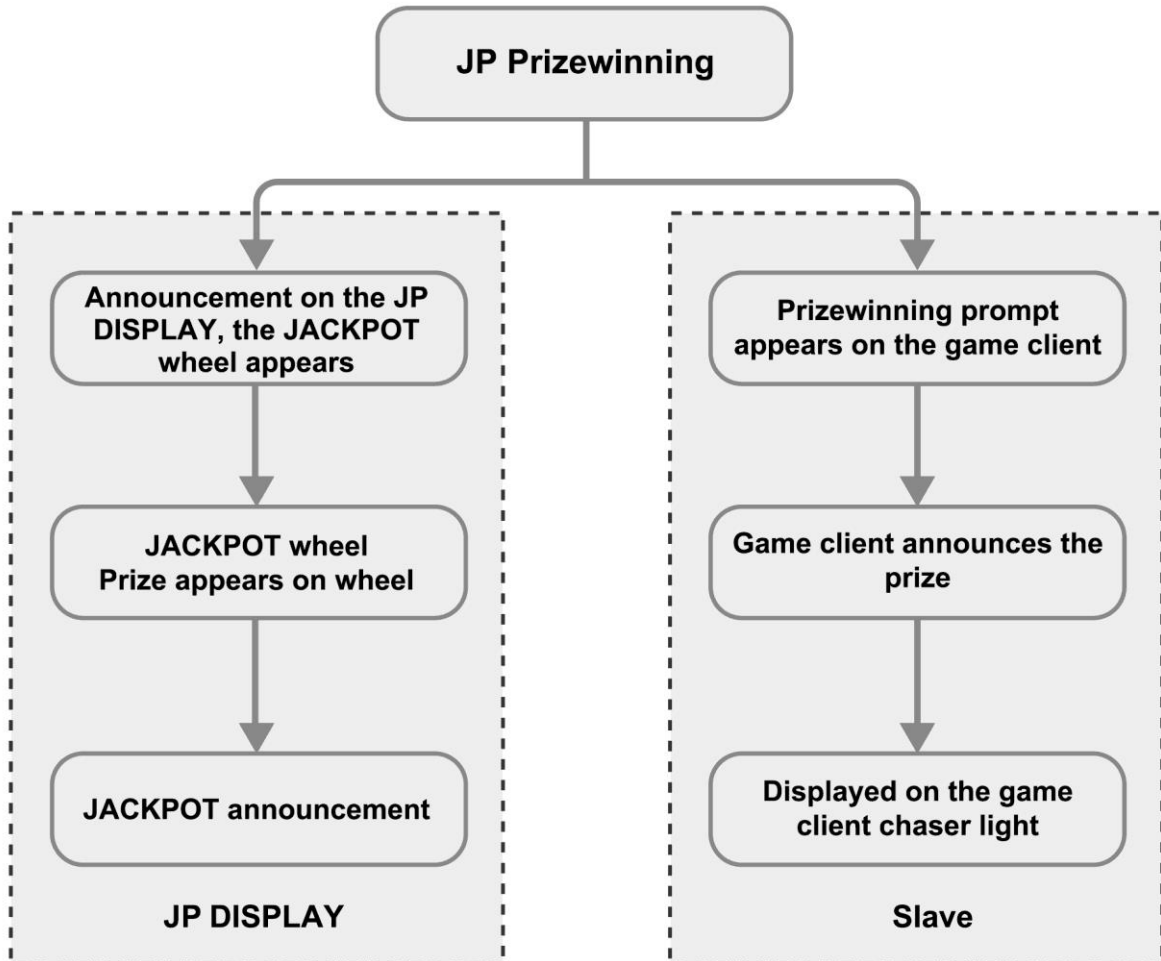▶ **EXIT:** to exit the [system] page without saving the changes.

Notes!!!
1. The default password for system settings: 000000000000 [12 0s].
2. The setting in the server will be applied to all connected clients.
3. Connected clients cannot change the server's setting.

4. JP Prizewinning Process

· **The JP prizewinning process is as below:**

```
                    ┌─────────────────────────┐
                    │     JP Prizewinning     │
                    └─────────────────────────┘
```

JP DISPLAY

- Announcement on the JP DISPLAY, the JACKPOT wheel appears
- JACKPOT wheel Prize appears on wheel
- JACKPOT announcement

Slave

- Prizewinning prompt appears on the game client
- Game client announces the prize
- Displayed on the game client chaser light

5. JP DISPLAY Instructions

· **Prize Info**

▶ Shows four instant JP prizes.

GRAND
$5,000.00 COMMUNITY
MAJOR
$1,000.00 COMMUNITY
MINOR $100.00
MINI $30.00

· **Past Records**

▶ **Records:** Displays the latest 10 prizewinning record entries, including the prize type, time, and amount.

GRAND
$5,000.01 COMMUNITY
MAJOR
$1,000.02 COMMUNITY
MINOR $100.00
MINI $30.00

TOTAL

1	MINI	3/21 13:44	$30.00
2	MINI	3/21 13:42	$30.00
3	MINI	3/21 13:41	$30.02
4	MINOR	3/21 13:39	$100.00
5	MINOR	3/21 13:37	$100.00

▶ **Grand:** Displays the latest 5 GRAND record entries, including the number of prize winners, time, and amount.
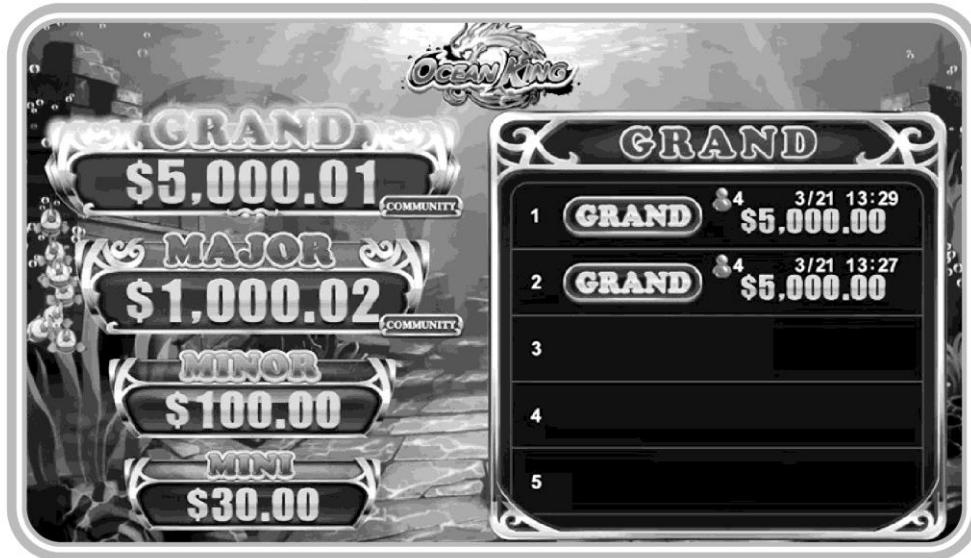
▶ **Major:**Displays the latest 5 MAJOR record entries, including the number of prize winners, time, and amount.

· JP Prizewinning

▶ The prize items are decided first, then the prizewinning players are decided, out of which GRAND and MAJOR are shared prize items, while MINOR and MINI are exclusive player prize items.

6. Client Expansion Information

Example
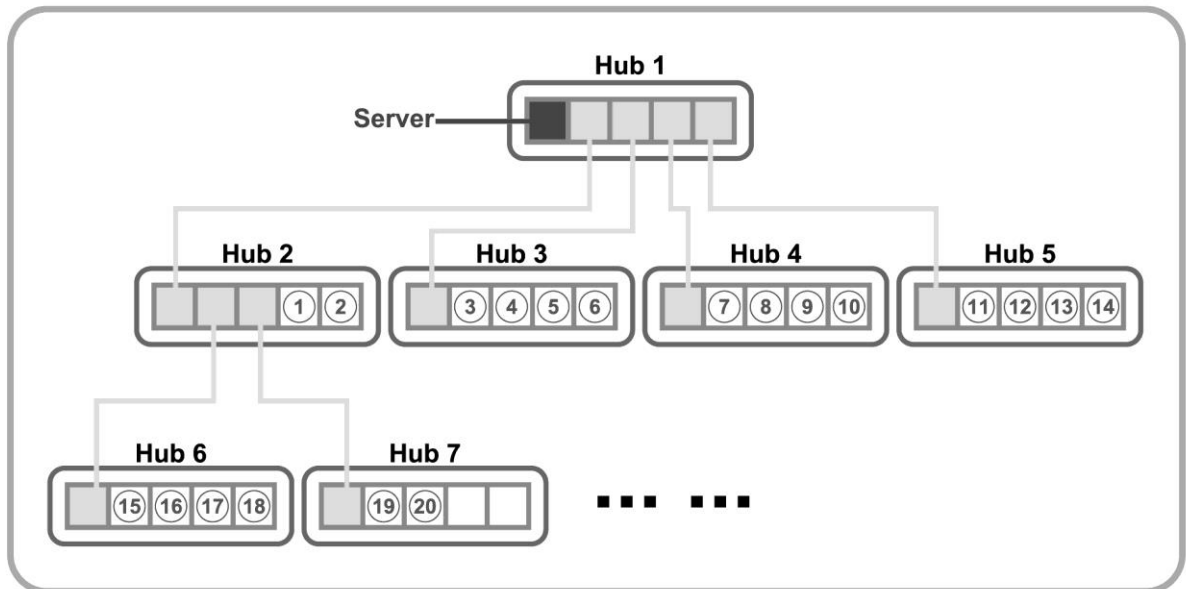
▶ **Please connect according to the hub number sequence (Hub1、Hub2、Hub3…Hub7).**

▶ **Networking up to 20 clients.**

▶ **①~⑳ are the numbers of the clients.**

7. Troubleshooting

Error Code	Message Content	Description
LE-01	LE-01 Network Card Error	Cannot detect the network card. Please check if the connection between the host and network card is normal; or whether the connection between the network card and the network hub is normal. Restart the machine after confirming there is no error.
LE-02	LE-02 Bet Return Error	The game client sent the bet data to the host, but does not receive the return data confirmed by the host. Please check if the internet connection between the host and game client is normal; restart the machine after confirming there is no error.
LE-03	LE-03 System Setting Error (Broadcast)	The system setting value received by the game client has errors. Please check if the machine type and version between the host and game client is normal; restart the machine after confirming there is no error.
LE-04	LE-04 Bet Sending Error	The bet data of the game client cannot be sent out normally. Please check if the internet connection between the host and game client is normal; restart the machine after confirming there is no error.
LE-05	LE-05 Booting Timeout	The machine connecting time is too long. Please check if the internet connection between the host and game client is normal; restart the machine after confirming there is no error.
LE-06	LE-06 Socket Error	A network connection error has occurred. Please check if the internet connection between the host and network hub, as well as the network hub and game client is normal; restart the machine after confirming there is no error.
LE-07	LE-07 Server Receiving Data Error	The host receives data error. Please check if the machine type and version between the host and game client is normal; restart the machine after confirming there is no error.
LE-08	LE-08 Machine Duplicated	The machine number of the game client has been duplicated. Reset the machine number of the game client then restart the machine.
LE-09	LE-09 Link Version Error	The machine type and version between the host and game client has errors. Please check if the machine type and version between the host and game client is normal; restart the machine after confirming there is no error.
LE-10	LE-10 System Setting Error	The system setting value received by the game client has errors. Please check if the machine type and version between the host and game client is normal; restart the machine after confirming there is no error.
LE-11	LE-11 Machine Number Error	The machine number of the game client is illegal and beyond the parameter. Please check if the machine type and version between the host and game client is normal; reset the machine number of the game client then restart the machine.

8. Hardware Specifications

· Specifications

▶ Network

Connection	Local Area Network	• One host can only be connected to a maximum of 20 game clients
Distance	The network connection distance must be within 50 meters	• The network cable must have a length of 50 meters
Specifications	100Mbps or above	• One host can only be connected to a maximum of 20 game clients
Hub	A hub must be used for the connection between the host and game client	• The network hub has 5, 8, 16 ports
Motherboard	MH Network Version	• Connected to wired network (onboard LAN)
	MH Non-Network Version	• Connected to USB Network Adapter

▶ Image

Connection	Distributor Connection	• One host can only be connected to a maximum of 5 distributors
Distance	The screen connection distance must be within 20 meters	• The DVI cable length must be within 20 meters
Specifications	DVI, 1920x1080	• Host outputs single image
Hub	DVI Splitter	• DVI splitter uses 1 to 4 specification

▶ Audio

Connection	Distributor Connection	• One host can only be connected to a maximum of 5 distributors
Distance	The audio cable connection distance must be within 20 meters	• The audio cable length must be within 20 meters
Specifications	3.5mm; 6.35mm, Stereo	• Host Output Left-Right Channel
Hub	Audio Distributor	• Audio distributor uses 1 to 4 specification

▶ Host Power (Appendix 1)

Model	MEAN WELL，GS120A12-R7B
Specifications	Input：AC100-240V，50/60Hz，1.4A Output：DC12V，8.5A，102W
Adapter Cable (IGS Kit)	Min. DIN 4P to ATX-4P，30CM

· Materials and Parts

▶ Network

Network Cable	Use cat5e or above, the length must be within 50 meters.
USB Network Adapter (Applicable to GP1 non-network version)	Uses j5Create Model JUE125 network card (modified overvoltage protection version)
Network Hub	5 port: ZyXEL ES-105E 10/100Mbps 5 port fast Ethernet switch
	8 port: ZyXEL ES-108E 8 port hub
	16 port: ZyXEL GS1100 16 port hub

▶ Image

DVI Cable	Support high resolution 1080p, length must be within 20 meters.
DVI Splitter (according to the specifications obtained by the dealer)	CE-LINK DVI splitter 1 input/4 output HD split screen DVI switching frequency divider

▶ Audio

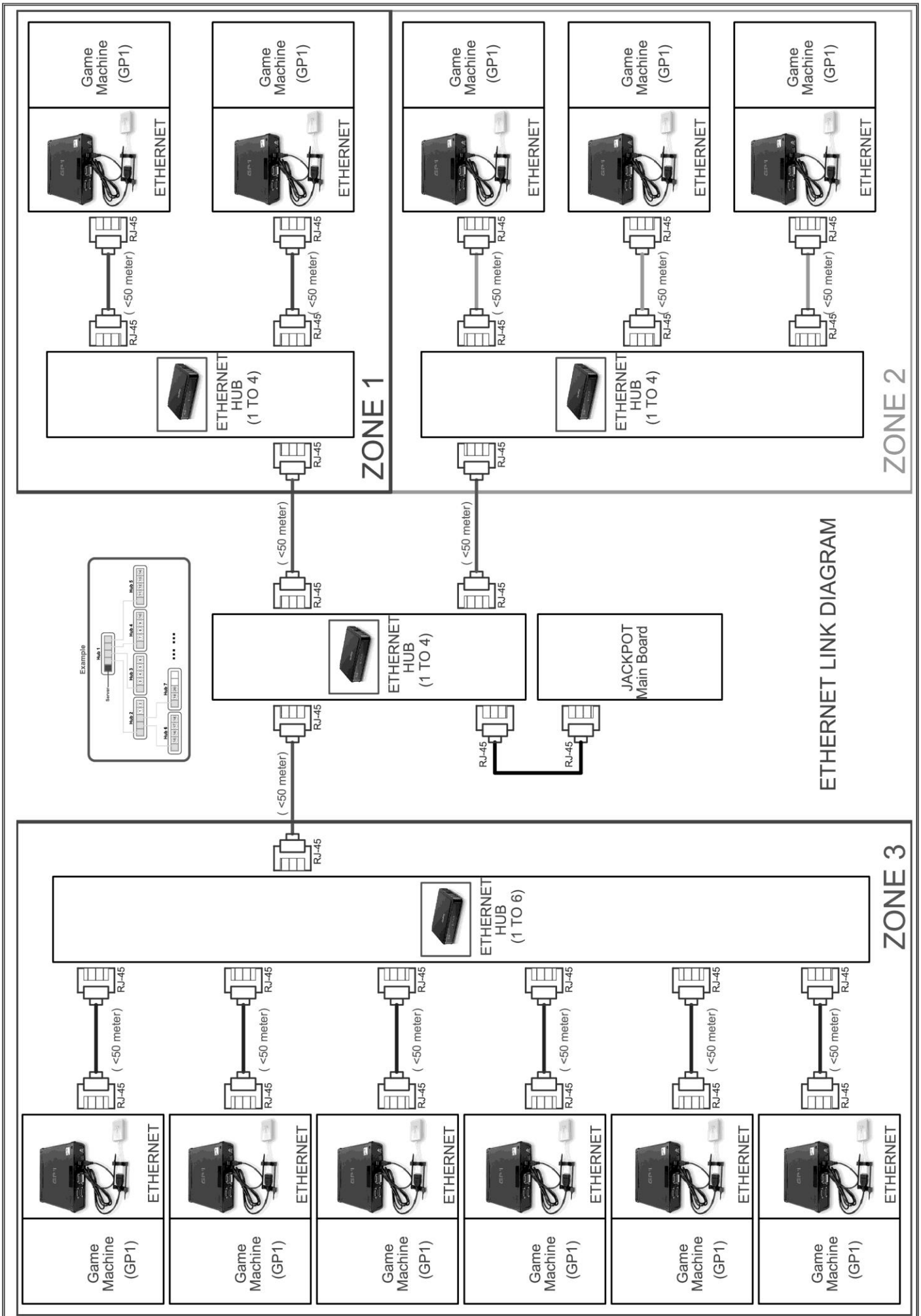| Audio Cable	3.5mm (male) to 3.5mm (male) 24K gold-plated wear-resistant audio terminal, length must be within 20 meters
Audio Distributor (according to the specifications obtained by the dealer)	Alctron HA4 1 to 4 headphone distribution amplifier (an additional 3.5mm (female) to 6.35mm (male) audio adapter must be purchased separately)

· Connection Type

▶GP1 Host Network Configuration

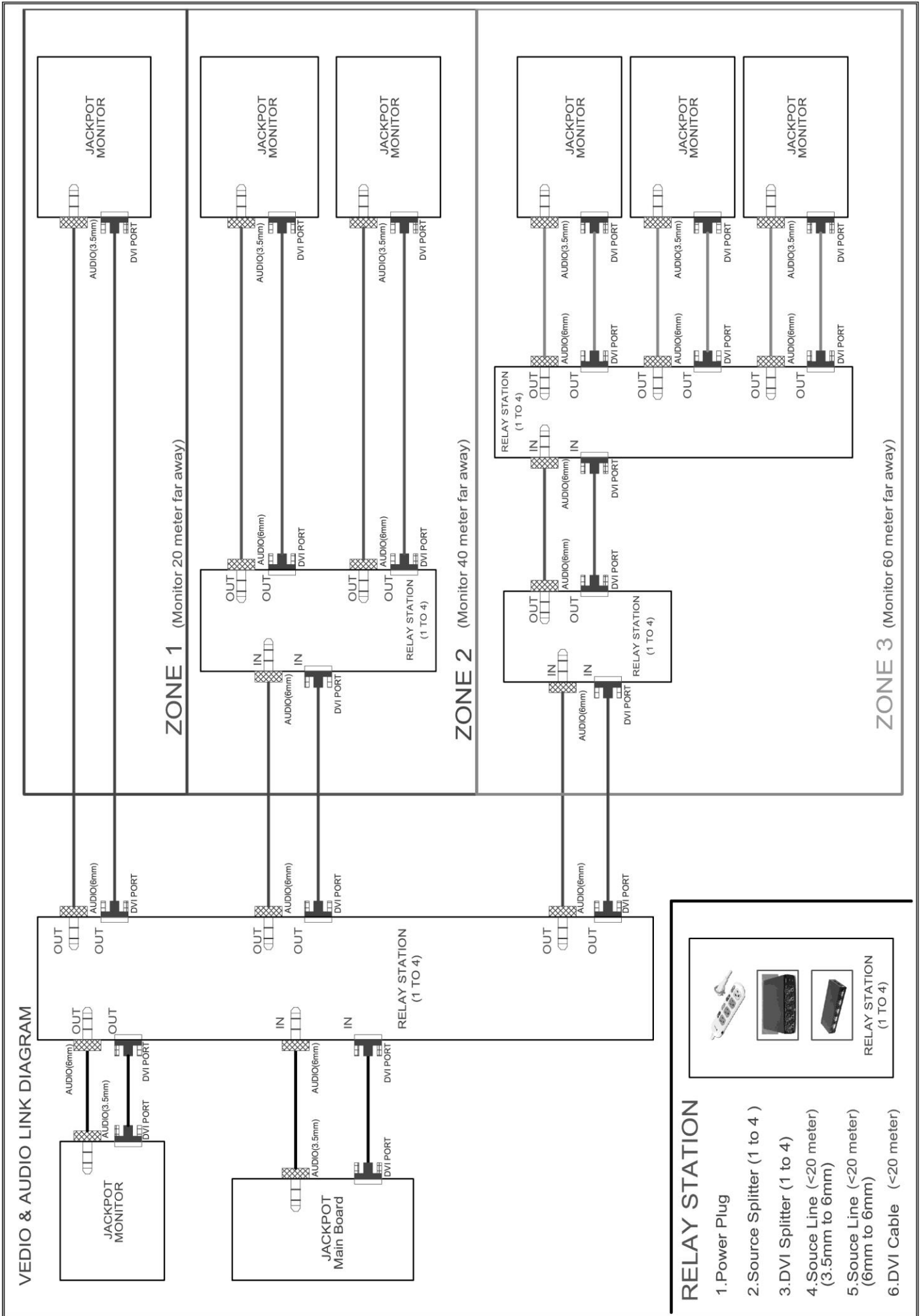|	Network Version	Non-Network Version
Location	Ethernet Port	Lower USB Port
Connection Method		
Accessories	Network Cable (Cat5e)	1. USB Network Card (JUE125) 2. Cable Holder (SWPL-52(B)) 3. USB Extension Cable (1.8m, A male to A female)

▶GP1 Host Power Configuration

Location	Power Source Port
Connection Method	
Accessories	1. Power Adapter (MEAN WELL, GS120A12-R7B) 2. Power Extension Cord (Min. DIN 4P to ATX-4P, 30CM)

ETHERNET LINK DIAGRAM

VEDIO & AUDIO LINK DIAGRAM

ZONE 1 (Monitor 20 meter far away)

ZONE 2 (Monitor 40 meter far away)

ZONE 3 (Monitor 60 meter far away)

JACKPOT MONITOR

JACKPOT Main Board

RELAY STATION (1 TO 4)

RELAY STATION

1. Power Plug

2. Source Splitter (1 to 4)

3. DVI Splitter (1 to 4)

4. Souce Line (<20 meter) (3.5mm to 6mm)

5. Souce Line (<20 meter) (6mm to 6mm)

6. DVI Cable (<20 meter)

RELAY STATION (1 TO 4)